

Destination Imagination: A Comprehensive Guide for New Team Managers

Welcome to Destination Imagination Colorado!

Welcome to Destination Imagination Colorado! We are thrilled to have you here today as we embark on this exciting journey together. Whether you are a seasoned team manager or new to the DI process, we hope that this training will provide you with valuable insights and resources to help your team succeed. YOU are the backbone of DI Colorado! Call or email our office, our job is to help you!

At Destination Imagination, we believe that creativity, critical thinking, and teamwork are essential skills for success in the 21st century. Our program is designed to challenge kids to think outside the box, work collaboratively, and develop their problem-solving abilities. We are excited to see what amazing solutions your teams will come up with this season!



Mission Statement

Our mission is to prepare Colorado's kids to be the innovators of the future by combining the arts, sciences, and technology with creativity, teamwork, and problem-solving.

You can also follow us on Facebook

Colorado Destination Imagination

Getting Help on Discord

Discord is an online communication platform that allows team managers to connect with volunteers to help get answers to questions throughout the season. By joining the DI Colorado Discord server, team managers gain access to a wealth of knowledge and experience that can help them navigate the challenges of the DI process. Whether you're looking for advice on how to handle a difficult team member, or need help understanding a particular challenge, there's always someone on Discord who can help.

In addition to providing a valuable source of support and guidance, Discord also offers a sense of community that can be hard to find elsewhere. By connecting with other team managers, you'll have the opportunity to share your experiences, learn from others, and build lasting relationships that can benefit you and your team for years to come.



Destination Imagination Program

The DI Program is made up of 2 components:

1. Team Challenge

Teams select one of 7 challenges that emphasize the talent and skills of the whole team. This challenge will take time to come up with a solution and represents sustained development and teamwork over time. There is an interference rule for the team's solution to their team challenge. The team challenge is divided into a central challenge and team choice elements (except for improv).

2. Instant Challenge (IC)

Differ at every tournament. Represent quick thinking and teamwork. Can be task, performance, combination, or communication-based. Teams should work on IC at every practice. *there is no rule governing interference in IC.



Team Choice Elements

Team Choice Elements (TCE) are ANYTHING not scored elsewhere in the challenge that a team would like the appraisers to evaluate for score. These elements give the teams another chance to diversify and show off their own unique skills and talents. Examples of TCE's seen before are:

1. Non-scored costumes
2. Dances
3. Gymnastics
4. Musical Instrument Performances
5. Poetry
6. Songs
7. Non-scored scenery

A team choice element should be integrated into the teams' challenge solution for optimal score.



Costs

- Fees vary based on your District. All in one fee schedule is offered this year and will range from \$310 - \$390 and includes:
 - Materials for challenge
 - Training
 - Instant Challenge Day (Most Regions)
 - Regional Tournament Registration Fee
- Additional Items not included:
 - Team Supplies: \$250 on average
 - T-Shirts (optional) \$15-\$20 for each team member

The total cost ranges from \$680-780 for a team of 7.



Roadmap and Rules of the Road

The Roadmap and Rules of the Road are essential tools for any team manager participating in Destination Imagination.

Roadmap is a guide to help you manage your team members as they design and execute a Destination Imagination (DI) Challenge solution together. Roadmap is designed to help you teach the creative process and the additional skills that team members need to complete their solution to a DI Challenge.

Meanwhile, the Rules of the Road is a document that contains all of the rules and procedures required to participate in a tournament. Regardless of the Team Challenge you have selected, it is very important for your team to review Rules of the Road to learn the details of the Challenge Experience, to prepare for tournaments, and to make sure your Team Challenge and Instant Challenge solutions fit within the rules



Comments on Rules of the Road

This is a great resource if you have questions about how to value your team's solution and how to make sure your team is using chemicals and electricity safely.

Pages 27 - 30 help highlight items that are exempt and do not need to have a cost associated with them on the expense report. These include your team identification sign, safety items, audit visual equipment, computers and related equipment, and extension cords (among may other items). It is helpful for the teams to review this section of the rules of the road when planning their solution!



Road Map - Helpful Tips

This is a choose-your-own adventure-type document. Start at page 53 to guide your use of the Roadmap. Each Roadmap session will tie into meeting agendas. Use the roadmap as it helps your team. Some team managers use it exactly as presented, others take what they need.

Once you have gotten a feel for how the road map is laid out, go back to the beginning and pay close attention to Chapter 3. This chapter will give you a great overview of the full process of being a team manager. The key piece in this chapter is the Interference Contract which we recommend you have each family commit to early in the season



Instant Challenge

Instant Challenge is a critical component of Destination Imagination competitions. It is a team-based activity that challenges participants to think on their feet and come up with creative solutions to unique problems. Instant Challenge requires quick thinking, strong teamwork, and effective communication skills.

Instant Challenges can take many forms, but they usually involve a prompt or challenge that teams must solve within a set amount of time. These challenges can be verbal, physical, or both, and they often require creative problem-solving, critical thinking, and teamwork skills.

Preparing for Instant Challenge Each Practice

To prepare for Instant Challenge, teams should focus on developing their problem-solving and teamwork skills. They should practice brainstorming and generating creative solutions to problems, as well as working together effectively under pressure. Teams can also benefit from practicing different types of Instant Challenges to build their confidence and experience.

Instant Challenge Tips

- Listen carefully to the prompt and ask questions if you need clarification.
- Work together as a team and assign roles based on each member's strengths. Refer to the Roadmap!
- Be creative and think outside the box. Don't be afraid to take risks or try new ideas.

Child Safety in Destination Imagination

Child safety is of utmost importance in Destination Imagination. As a team manager, it's important to ensure that the team members are safe and secure while participating in the program. This includes ensuring that all team meetings and activities take place in a safe environment, with proper adult supervision.

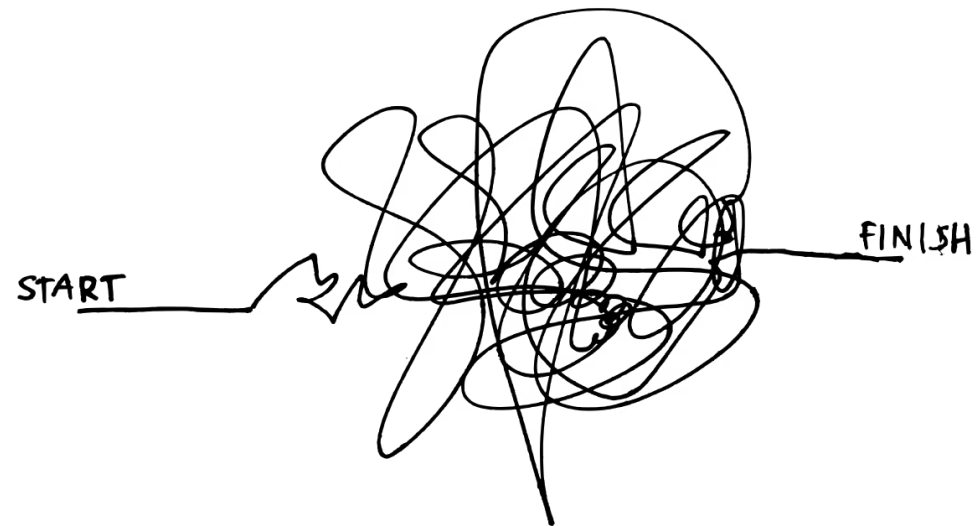
Here are some critical safety details:

- Background Check
- Working with children
 - Have two adults and at least two children at all meetings.
 - When driving, always have at least two kids with you (no texting, or phone calls).
 - Have homeowners or renters insurance and automobile insurance.
 - Get permission slips signed by parents for transportation and tool use.
 - Make sure to be aware of all allergies on the team
 - Ensuring safety is not interference; if the activity is not safe you can stop it. Students will need to find a safe way to complete the task.

The Creative Process

Creativity is at the heart of Destination Imagination, and understanding the creative process is essential for any team manager. During the recognize stage, teams gather information and develop a deep understanding of the problem they are trying to solve. In the Imagine stage, ideas begin to form as the team members think about the problem in different ways. The Collaborate & Initiate stage is when the team has a breakthrough and comes up with a truly innovative solution. Finally, during the Assess stage, the team tests and refines their solution until it is ready for presentation - where we celebrate their success!

Team managers can help their teams through the creative process by encouraging brainstorming, providing resources, and fostering a supportive environment where creativity can thrive. By understanding the creative process, team managers can help their teams come up with truly unique and innovative solutions to the challenges they face in Destination Imagination.



Idea Generation and Focusing Tools



Idea generation and focusing tools are essential for success. These tools help teams to brainstorm and refine their ideas, leading to more creative and effective solutions.

- The Road Map has lots of tools to help you teach your team how to generate ideas. These methods can work for internal and external processors, it is important to use different methods to generate ideas to make sure all voices are included. The idea-focusing tools help elevate your teams' decision-making skills from voting to more consensus-building decision methods. These methods turn qualitative thoughts into quantitative actions.

Team Building

Impact of Team Building Activities

Team building activities are an essential part of Destination Imagination programs, helping teams to develop strong bonds and improve communication and collaboration skills.

Successful Team Building Activities

- Scavenger Hunt: Teams race to complete challenges and gather clues, encouraging creativity and collaboration.
- Trust-Building Activities: Trust falls, blindfolded obstacle courses and other activities help build trust and improve communication among team members.



Kids and Project Management

Teaching kids project management skills not only helps them with their DI challenge solution but also prepares them for future endeavors. These skills include time management, communication, and problem-solving. By encouraging your team to take ownership of their project and work collaboratively, you can help them develop these valuable skills that will serve them well in school and beyond. Your Roadmap has a whole chapter on how to help integrate project management into your team management.

The 5 steps of Project Management

1. Initiating
2. Planning
3. Executing
4. Monitoring & Controlling
5. Closing



Kanban Basics: To Do, Doing, Done, and Blocked

Kanban is a visual framework that helps teams manage their work more efficiently. It consists of four columns: To Do, Doing, Done, and Blocked. Each column represents a stage in the workflow, with tasks moving from left to right as they progress. The To Do column contains all the tasks that need to be done, while the Doing column contains tasks that are currently being worked on. The Done column contains completed tasks, and the Blocked column contains tasks that are stuck or waiting for something before they can be worked on.

Kanban is a great way to keep track of your team's progress and identify any bottlenecks in the workflow. By using Kanban, you can quickly see which tasks are taking longer than expected, which tasks are blocking others, and which tasks have been completed. This allows you to make informed decisions about how to allocate resources and prioritize tasks, ensuring that your team stays on track and delivers high-quality results.



(Backlog)

Special effects

Launch device

How character How (who is who)

Modular Device - Beckwith Soren?

Set design - Soren

Set/props Sam

Doing:

Chaos of dramaedy!

Working Agreements

Costumes

Script

Done:

Certifications

Read challenge fill Back log! To learn

Learn/prop/props Doves

Top + folder

Needs:

To Learn:

How many people can launch the modular device at tournament?

What set made of?

Name: Chaos of Dramedy

Date: _____

Topic: Engineering

Needs:

IV. SCORING

Item	Points
1. Module Design Brief	100-105
2. Module Design Brief	100-105
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Central Challenge Putting It All Together

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THERE ARE THREE RULES OF WORK

1. OUT OF CLUTTER FIND SIMPLICITY
2. FROM DISCORD FIND HARMONY
3. IN THE MIDDLE OF DIFFICULTY LIES OPPORTUNITY

ALBERT EINSTEIN

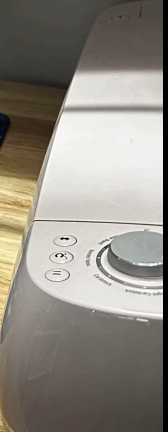
1/2

Moxy
Agreements

How
character
How
(who is who)

Set/
props
Sam

design
Soren



Other Project Management Tools for Destination Imagination



There are several other project management tools that can be used for Destination Imagination. Some of these include:

- Trello: A popular project management tool that uses boards, lists, and cards to organize tasks and projects.
- Asana: A versatile project management tool that can be used for task management, project tracking, and team collaboration.
- Basecamp: A comprehensive project management tool that includes features such as to-do lists, schedules, and file sharing.
- There are many free resources in the Roadmap and online

Interference

Something that makes DI so powerful is that the solution belongs wholly to the team. A team manager or other adult can:

- Guide
- Mentor
- Teach
- Plan

They Cannot:

- Create
- Make
- Interpret

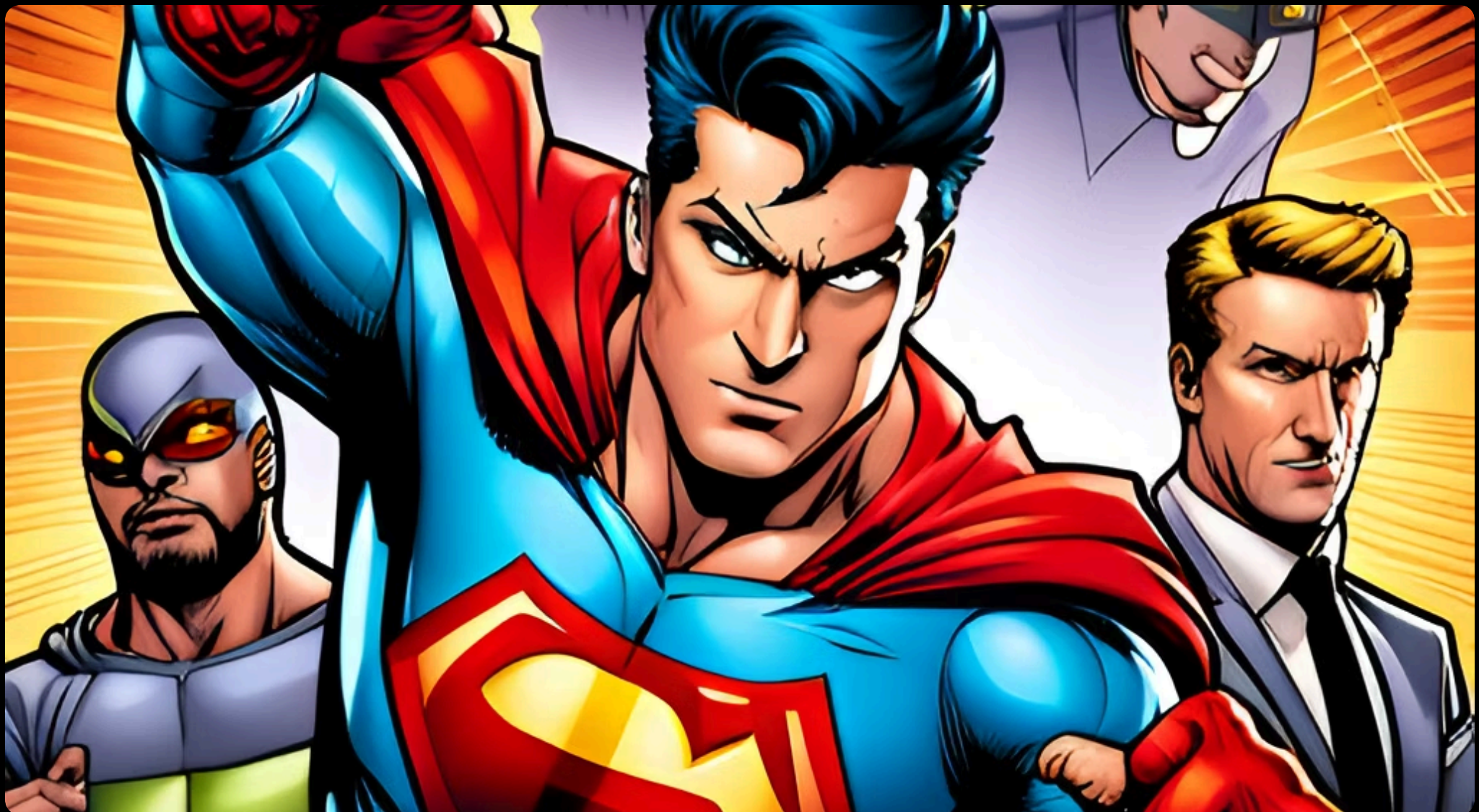


Practices and Handling Conflict

Running effective practices is key to a successful Destination Imagination experience. Start by setting clear expectations for your team, including arrival time, dress code, and behavior guidelines. Practices can be at home or school and are set at the time that works for the team manager and the team. Encourage open communication and collaboration among team members, and provide opportunities for everyone to contribute their ideas and skills. A team working agreement is an important tool for helping address

On average, teams meet for 16 weeks for about 2 hours a week. this is up to the team and their goals for the season. It is normal to have an increase in practice time leading up to the tournament(s).

When conflicts arise within the team, it's important to address them quickly and fairly. Remember that conflict is natural and a part of the team formation process. Teams will form, storm, norm, and then finally perform. Listen to each person's perspective and encourage them to work together to find a solution. Use positive reinforcement to acknowledge good behavior and progress, and provide constructive feedback when necessary.



Timelines

Challenges are released on September 1, 2024

Regional tournaments are in late February and early March 2025

The State tournament is on April 5th, 2025

Global Finals will be May 22-25 2025



Volunteer Requirements



Registration

Volunteers will be asked to register for the tournament to make sure that we know who is participating. Here the volunteers can log schedule requests, team relationships, and challenge details.

Some of our regions will require teams to provide volunteers for the tournament. Volunteering is a great way to give back to your community while also improving your own well-being. Studies have shown that volunteering can reduce stress, improve mental health, and increase happiness and life satisfaction.

Getting Involved

If you're interested in volunteering, there are many opportunities available! Reach out for more information.

Resource Page

Destination Imagination Resources for Teams

- Includes access to:
- Roadmap +, a weekly email from DIHQ helping you along your journey
- Clarifications
- DI Learn
- Team Manager Tips

DI Colorado Support from your Region

DI Colorado Youtube Channel

- Look for team challenges and training videos

DI HQ Youtube Channel

2 Minute Team Manager

And of course call or email the DICO office!!!





THANK

You